PROBLEM TO BE SOLVED: To provide a realistic electronic pet by employing various devices.
SOLUTION: An IC card 21 stores internal condition parameters including the feeling of an electronic pet. If the pet starts an action based on the parameters, the card 21 stores the updated items in accordance with the action. The card 21 is freely attachable and detachable to the device which functions as the body of the pet. A virtual pet device 22 conducts the processes to display the pet which functions as the body of the pet. The device 22 has a slot 22A through which the card 21 is freely attachable and detachable. A pet type robot 23 functions as the body of the pet and has a slot 23A through which the card 21 is freely attachable and detachable.

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FEELING GENERATOR AND FEELING GENERATION METHOD

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ABSTRACT

PROBLEM TO BE SOLVED: To recall a prescribed feeling under a new condition satisfying a learned incidental condition by synthesizing recall feeling information and reaction feeling information and generating self feeling information original to a device.

SOLUTION: A reaction feeling generation part 3 generates and outputs the feeling original to the device changed directly reacting with a condition information string for a specified period by a condition description part 2. A feeling storage generation part 4 generates condition/feeling pair information for which the reaction feeling information by the reaction feeling generation part 3 and a condition string within the specified period by the condition description part 2 are made to correspond to each other and delivers it to a feeling storage description part 5. A recall information generation part 6 reads the condition string within the specified period from the condition description part 2, retrieves feeling information corresponding to the condition information string from the feeling storage description part 5 and outputs it as the recall feeling information. A self feeling description part 7 holds the feeling information obtained by synthesizing the reaction feeling information by the reaction feeling generation part 3 and the recall feeling information by the recall feeling generation part 6 as present self feeling information.